1. Record Nr. UNINA9910437972203321

Autore	Thorn Alan
Titolo	Learn Unity for 2D game development / / Alan Thorn
Pubbl/distr/stampa	New York : , : Apress, , 2013
ISBN	1-4302-6230-3
Edizione	[1st ed. 2013.]
Descrizione fisica	1 online resource (xxv, 287 pages) : illustrations (some color)
Collana	Technology in action
Disciplina	794.8028551
Soggetti	Computer games - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Chapter 1: Unity Basics for 2D Games; Unity Projects, Assets, and Scenes; Project Wizard and Project Panel; Assets and Project Files; Scenes; Navigating Scenes and Viewports; GameObjects, Transforms, and Components; Cameras; Meshes and Geometry; Scripting and the Unity API; MonoDevelop; Components; Performance, Profiling, and the Stats Panel; The Profiler; The Stats Panel; Editor Add-Ons; Unity Interface Configuration; Summary; Chapter 2: Materials and Textures; Using Materials and Textures; Getting Started with Materials; Mesh Renderers; Shaders; Working with Textures Materials for 2D GamesMethod 1: Use White Ambient Light; Method 2: Use Light-Immune Shaders; Creating Textures; Rule #1: Power-2 Dimensions; Rule #2: Retain Quality; Rule #3: Expand Alpha Channels for Transparency; Creating Alpha Textures in Adobe Photoshop; Step 1. Separate Foreground From Background; Step 2. Duplicate and Defringe; Step 3. Expand Edges; Step 4. Merging and Alpha Channels; Creating Alpha Textures in GIMP; Importing Textures into Unity; Importing an Alpha Texture into Unity; Step 1. Import Alpha Texture; Step 2. Create Alpha Compliant Material; Step 3. Create a Textured Quad SummaryChapter 3: Quick 2D Workflow; Getting Started at Making "2D Alien Invasion"; Adding the Player and Enemies to the Scene; Implementing Player Movement; Implementing Player Weapons with Prefabs; Creating an Ammo Prefab Object; Implementing the Ammo Trajectory; Creating the Prefab Ammo Object; Defining the Cannon Point; Coding the Firing of Ammo; Implementing Moving Enemies and

Collision; The EnemyController.cs Script; Setting the BoxCollider as a Trigger Volume; Adding a RigidBody Component; Adding a Level Background; Moving Forward and Project Limitations; Summary
Chapter 4: Customizing the Editor with Editor ClassesEditor Classes; Getting Started with Batch Rename; BatchRename.cs; Creating a Folder for Editor Extensions; Adding Batch Rename to the Application Menu; The CreateWizard Function; Testing the Batch Rename Menu Option; Reading Object Selections in the Scene; Making Use of Selection in BatchRename.cs; Testing Object Selections in Scene; Adding User Input to the Batch Rename Window; Completing the Batch Rename Feature; Summary; Chapter 5: Procedural Geometry and Textured Quads; Getting Started with the CreateQuad Feature
Setting the Quad's Anchor PointSpecifying the Asset Path; Generating the Quad Mesh; Step 1-Create Vertices; Step 2-Create Quad as an Asset; Step 3-Instantiate Quad in Scene; Testing the Quad Mesh Generator; Summary; Chapter 6: Generating Atlas Textures; Getting Started with Atlas Textures; Configuring Texture Inputs; Atlas Textures and UVs; Generating an Atlas - Step 1: Optimizing Texture Inputs; Generating an Atlas - Step 2: Atlas Generation; Generating an Atlas - Step 3: Saving the Atlas Prefab; Testing the Atlas Texture; Summary; Chapter 7: UVs and Animation; Creating a Dockable Editor
Starting an Editor GUI - Selecting an Atlas

Sommario/riassunto

2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In Learn Unity for 2D Game Development, targeted at both game development newcomers and established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices.

2. Record Nr. UNINA9910816164603321

Autore	Watson David (David Lilburn)
Titolo	Digital forensics processing and procedures : meeting the requirements of ISO 17020, ISO 17025, ISO 27001 and best practice requirements / / David Watson, Andrew Jones ; Frank Thornton, technical editor
Pubbl/distr/stampa	Waltham, MA : , : Syngress, , 2013
ISBN	1-59749-745-2
Edizione	[1st edition]
Descrizione fisica	1 online resource (xxi, 857, 33 pages) : illustrations (some color)
Collana	Gale eBooks
Disciplina	363.250285
Soggetti	Computer crimes - Investigation Evidence preservation - Standards Forensic sciences - Standards Computer science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover; Digital Forensics Processing and Procedures: Meeting the Requirements of ISO 17020, ISO 17025, ISO 27001 and Best Practices ...; Copyright; Contents; About the Authors; Technical Editor Bio; Acknowledgments; Preface; Chapter 1: Introduction; 1.1. Introduction; 1.1.1. What is Digital Forensics?; 1.1.2. The Need for Digital Forensics; 1.1.3. The Purpose of This Book; 1.1.4. Book Structure; 1.1.5. Who Should Read This Book?; 1.1.6. The Need for Procedures in Digital Forensics; 1.1.7. Problems with Electronic Evidence; 1.1.8. The Principles of Electronic Evidence 1.1.9. Nomenclature Used in This Book Appendix 1 - Some types of cases involving Digital Forensics; Criminal cases; Civil cases; Appendix 2 - Growth of hard disk drives for personal computers; Appendix 3 - Disk drive size nomenclature; Chapter 2: Forensic Laboratory Accommodation; 2.1. The building; 2.1.1. General; 2.1.2. Business Case; 2.1.3. Standards; 2.2. Protecting against external and environmental threats; 2.3. Utilities and services; 2.3.1. Signage; 2.3.2. Power and Cabling; 2.3.3. Heating, Ventilation, and Air Conditioning; 2.3.4. Fire Detection and Quenching 2.3.5. Close Circuit Television and Burglar Alarms 2.3.6. Communications; 2.3.7. Water; 2.4. Physical security; 2.4.1. General;

2.4.2. Building Infrastructure; 2.4.3. Access Control; 2.4.4. On-Site Secure Evidence Storage; 2.4.5. Clean Room; 2.4.6. Fire Safes; 2.4.7. Secure Off-Site Storage; 2.5. Layout of the Forensic Laboratory; 2.5.1. Separation of Space for Specific Roles and Tasks; 2.5.2. Ergonomics; 2.5.3. Personal Workspace; 2.5.4. Size Estimating; 2.5.5. Infrastructure Rooms; Appendix 1 - Sample outline for a business case; Appendix 2 - Forensic Laboratory Physical Security Policy
Introduction Purpose; Definitions; Scope; Audience; Policy statements; Responsibilities; Enforcement, monitoring, and breaches; Ownership; Review and maintenance; Approval; Chapter 3: Setting up the Forensic Laboratory; 3.1. Setting up the Forensic Laboratory; 3.1.1. Forensic Laboratory Terms of Reference; 3.1.2. The Status of the Forensic Laboratory; 3.1.3. The Forensic Laboratory Principles; 3.1.3.1. Responsibilities; 3.1.3.2. Integrity; 3.1.3.3. Quality; 3.1.3.4. Efficiency; 3.1.3.5. Productivity; 3.1.3.6. Meet Organizational Expectations; 3.1.3.7. Health and Safety
3.1.3.8. Information Security 3.1.3.9. Management Information Systems; 3.1.3.10. Qualifications; 3.1.3.11. Training; 3.1.3.12. Maintaining Employee Competency; 3.1.3.13. Employee Development; 3.1.3.14. Environment; 3.1.3.15. Supervision; 3.1.3.16. Conflicts of Interest; 3.1.3.17. Legal Compliance; 3.1.3.18. Accountability; 3.1.3.19. Disclosure and Discovery; 3.1.3.20. Work Quality; 3.1.3.21. Accreditation and Certification; 3.1.3.22. Membership of Appropriate Organizations; 3.1.3.23. Obtain Appropriate Personal Certifications; 3.1.4. Laboratory Service Level Agreements
3.1.5. Impartiality and Independence

Sommario/riassunto

This is the first digital forensics book that covers the complete life cycle of digital evidence and the chain of custody. This comprehensive handbook includes international procedures, best practices, compliance, and a companion web site with downloadable forms. Written by world-renowned digital forensics experts, this book is a must for any digital forensics lab. It provides anyone who handles digital evidence with a guide to proper procedure throughout the chain of custody--from incident response through analysis in the lab. A step-by-step guide to designing, building a